NES-DQ-USA

DRAGON WARRIOR™*

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Thank you for selecting the Nintendo Entertainment System® Dragon Warrior™ Pak.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

PRECAUTIONS

1) This is a high precision game. It should not be stored places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note:
In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

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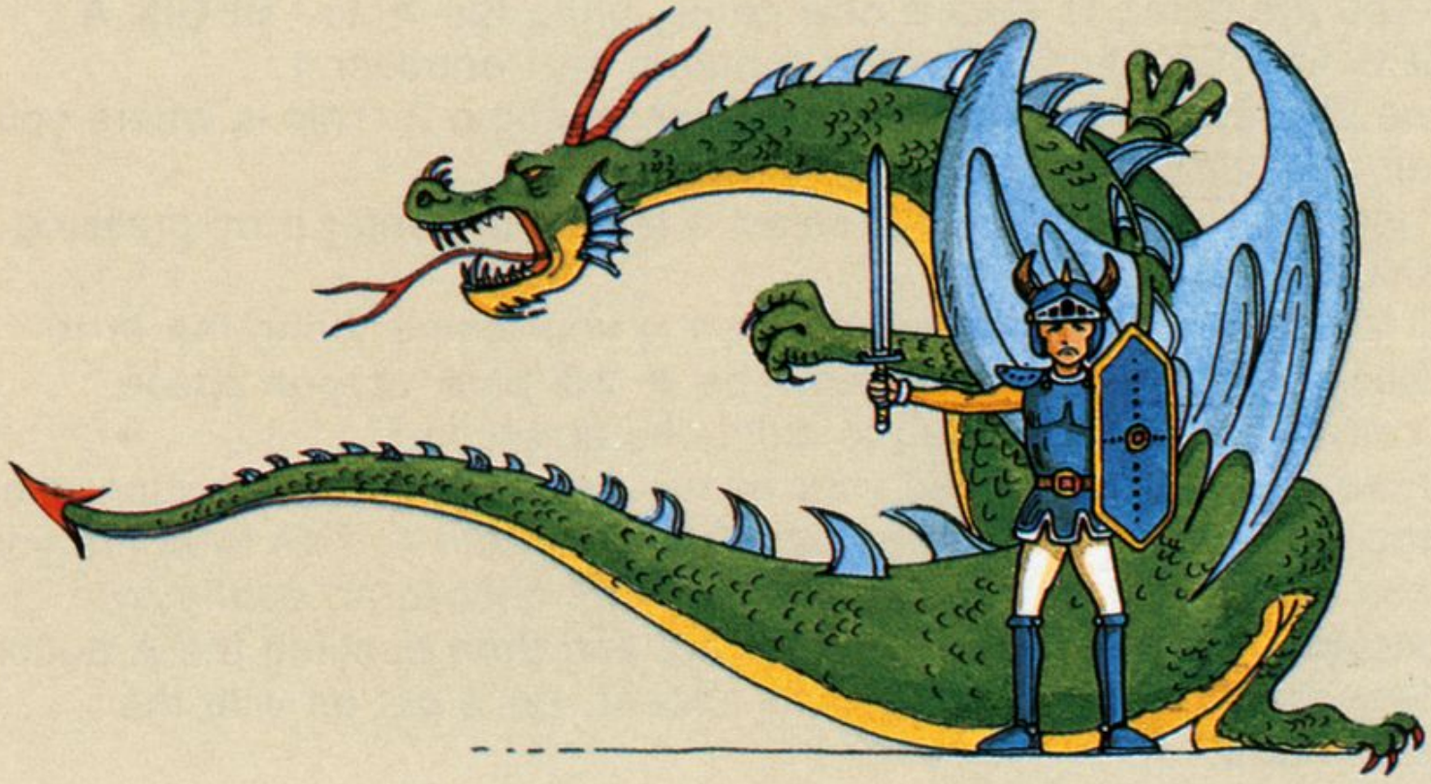
MAP OF ALEFGARD

THE STORY OF DRAGON WARRIOR

In olden days of yore, the realm of Alefgard was cloaked in darkness. According to legend, a brave warrior, Erdrick, brought light back to the land by defeating an evil being. He used the balls of light bequeathed to him by a friend to drive off the enemies of Alefgard. He then gave the balls of light to King Lorik, who unified Alefgard. The land was at peace for many generations. In the time of King Lorik XVI, the balls of light were stolen from Tantagel Castle by the evil Dragonlord, and once again the kingdom of Alefgard was plunged into darkness. Many travellers fell prey to the merciless fangs of monsters, and the beautiful countryside was transformed into poisonous marshes that hindered travellers. It was also rumored that several towns and villages were destroyed; wiped off the face of the land by ghosts and dragons.

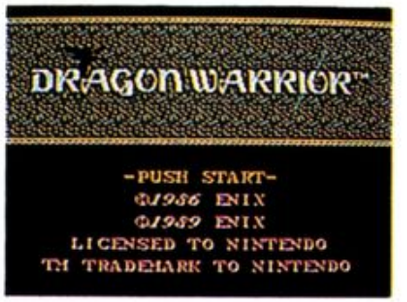
Many brave warriors tried to recover the balls of light, but none of them ever returned from Charlock, the Dragonlord's dark castle. The people longed for peace, but did not give up hope. The great seer Mahetta predicted that "One day, a descendent of the valiant Erdrick shall come forth to defeat the Dragonlord."

Who is this brave soul? There is only one possible answer.
You.
Your quest is to find and to defeat the evil Dragonlord. The time has come.
This is the start of your adventure.



WELCOME TO THE REALM OF "DRAGON WARRIOR"

Insert the Dragon Warrior Pak in the NES Control Deck and turn the power on. The title of the game will appear on the screen and the opening music will start to play.
Press the Start button, then the display will change to the one on the right (Photo 1).
Press the A button, then the display will change to the one on the right (Photo 2).
You can choose an option by moving the ▶ with the Control Pad, then pressing the A button.



1

2

OPTION SCREEN

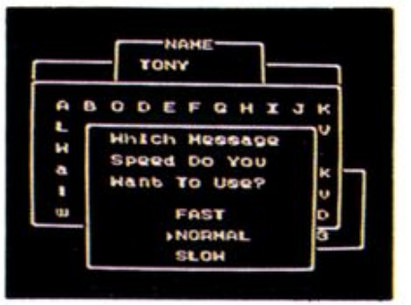
If you are going to start a new game, bring the ▶ to "BEGIN A NEW QUEST" and press the A button on Controller 1.
The display will change to that shown in photo 3. This is where you can register your name.

*Use the ✛ Control Pad to select a letter then enter it by pressing the A button.
*If you make a mistake while entering your name, bring the ▶ to Back and press the A button. The ▶ will back up one space.
*You can enter names up to eight characters long.

Now that you've entered your name. Next, press the A button, then the display will change to that shown in Photo 4. This is where you can select the message speed. You can choose an option by moving the ▶ with the Control Pad, and then pushing the A button. Now the Game play screen will appear. Let's get on with the adventure.

3

4



CONTINUE A QUEST (to continue saved games)

5

Choose "CONTINUE A QUEST"

The display will change to that shown in photo 5. Here, you can continue any one of three previous adventures which can be stored as Adventure Logs in the Imperial Scrolls of Honor. Once you have chosen an Adventure, you will continue that adventure with all the strength and items you had when it was saved.

Change Message Speed

Select the Adventure Log for which you want to Change the Message Speed by using the ✣ Control Pad and then pushing the A button. You will then be asked: "Which Message Speed Do You Want To Use?" Again use the Control Pad to choose the Message Speed for your Adventure Log - either Fast, Normal, or Slow - then push the A button.

Copy A Quest

This option allows you to copy the attributes of one character that has been recorded on an Adventure Log to another Adventure Log.

You might make a copy of an Adventure Log to protect against a possible erasure, or if a friend wants to play at a higher level.

First, select the Adventure Log you want to copy using your ✣ Control Pad. Then push the A button. You will be given a choice of Adventure Logs to which you can copy. (You can only copy into an Adventure Log that does not already contain a character's quest.) Push the A button to select the Adventure Log you want to copy to.

You will then be asked Yes or No: Yes if you want to copy, No if you have decided against making a Copy.

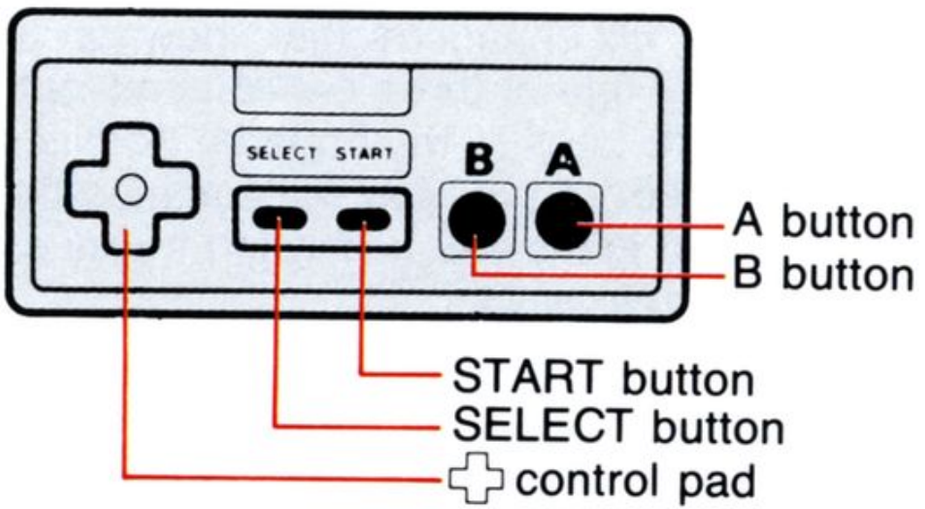
Erase A Quest

Select the Adventure Log you want to erase. The status of the character in the chosen Adventure Log will be displayed. You will then have to answer Yes or No: Yes if you want to erase the Adventure Log, and No if you want to keep it as it is.

How to use the Controller and Displays

✣ Control pad

This moves your character up, down, left and right.
When entering commands, this pad moves the flashing ▶ in the command window in the same direction.



(A) button

When you press this button, the command window appears on the screen and you can enter commands.
Use the ✣ control pad to bring the ▶ to the command that you wish, then press the A button.
If you press this button when the ▼ is flashing in the text window, the next text window will be displayed.

(B) button

Press this button to cancel a command.

The command window will appear when you press the A button while you're in the walkabout mode.

Status window

Command window

Text window

Select the command with the ✣ control pad and execute it by pressing the A button. (Cancel it by pressing B button.)

*Your present status will be displayed in the status window. LV is your level. HP is hit points, your life force. MP is magic power. G is gold. E is experience. See page 14 for more details.

ENTERING COMMANDS DURING WALKABOUT MODE

Talk

When you choose this command, you can speak in the direction you are facing. (See photo 1.)

You can't speak to anybody unless that person is right in front of you. However, you can speak to people in shops and inns, etc. if you're standing at the counter. (See photo 2.)

Photo 1 Choose the direction in which you want to speak by using the ✠ control pad. Then use the "talk" command.

Status

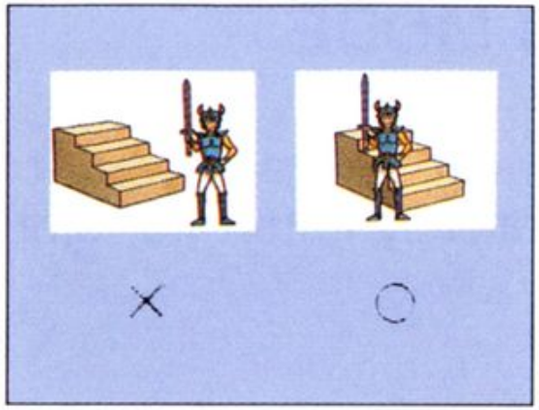
You can find out just how much strength you possess in many different areas. (See page 14 for details.)

Stairs

Place your character on the stairway and choose this command to go up or down the stairs.

This command won't work if you're not directly over the staircase.

Photo 2 You can talk to people in shops and inns etc. If you're at the counter.



Door

You can open doors if you have a key. Use keys wisely. You can only use a key once and you will need a key for each door.

Choose the item you want to use with the ✣ control pad, then and press the A button.

Spell

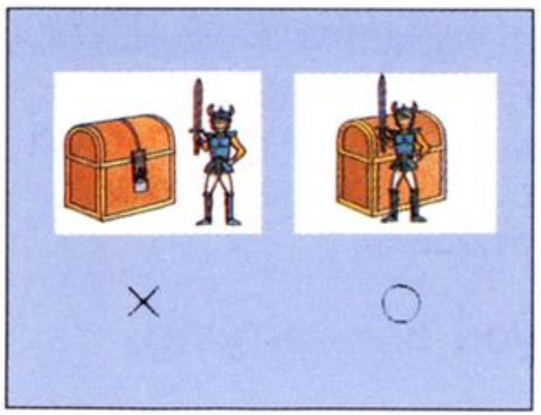
You can chant magic spells. Use the ✣ control pad to choose the spell and press the A button to cast the spell. This command doesn't work if you haven't learned any spells yet.

Item

Choose this command to use the items that you have acquired. Select an item with the ✣ control pad, then press the A button to use that item.

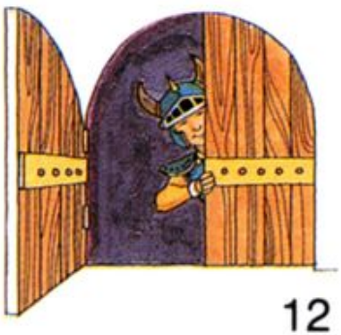
Search

Use this command to search the area at your feet.



Take

Use this command to open Treasure Chests. Move over the Treasure Chest and use this command to take what is inside.



ENTERING COMMANDS DURING FIGHTING MODE

When you leave a castle or town, lots of monsters will come out to attack you. If you happen to bump into one of them, the game will automatically enter the fight mode.

Fight

You can fight monsters with any weapons you may have or with your bare fists (if you have no weapons).
In most fights, you won't be able to defeat the enemy with one blow. You may suffer some damage, but you can carry on until you've defeated the monster.

Run

As you suffer damage from the Hit Points in the status window will go down. When you have no points left, that's the end of your game. So run away if you think you're dangerously close to that point. Remember, running away can be a very important "fighting" technique.

Carry on fighting while keeping an eye on your hit points until the enemy is defeated.

Spell

You can chant a spell instead of using weapons. In a fight, spells can heal wounds or inflict damages on the enemy.

Item

Use this command to recover your life force with the herbs you are carrying.

MORE ABOUT YOUR CHARACTER

Level

This tells you your level as a warrior. You're at level 1 at the beginning of the game. As you fight monsters and gain more experience, your level goes up, your strength increases, and you learn more spells.

You can examine your status by choosing the status command!

HP (Hit Points)

This shows your life force. Hit Points will decrease when an enemy inflicts damages on you. Don't forget, when this number reaches 0, that's the end of you and the game!

Maximum HP

If your life force is very low , it can be restored to maximum force by staying at an Inn. Also the maximum HP goes up with each level and you'll be able to with stand more damage.

MP (Magic Power)

This is your power for chanting spells. This power goes down each time you chant a spell. Some spells use more or less MP than others.

Maximum MP

You can restore your magical power to maximum strength by staying at an Inn.

G (Gold)

This is the money you have obtained. You get some gold for each of the monsters you defeat. And when you've saved up enough gold, you'll be able to buy weapons, armor and other items.

E (Experience)

This is your fighting experience. You gain experience by defeating the enemy, the stronger the enemy, the more experience you get.
As you gain experience, your level goes up and your strength increases.

Strength

This number increases as your level goes up.

Agility

Your character becomes faster at higher levels. This means that you can more easily avoid the enemy or run away.

Attack power

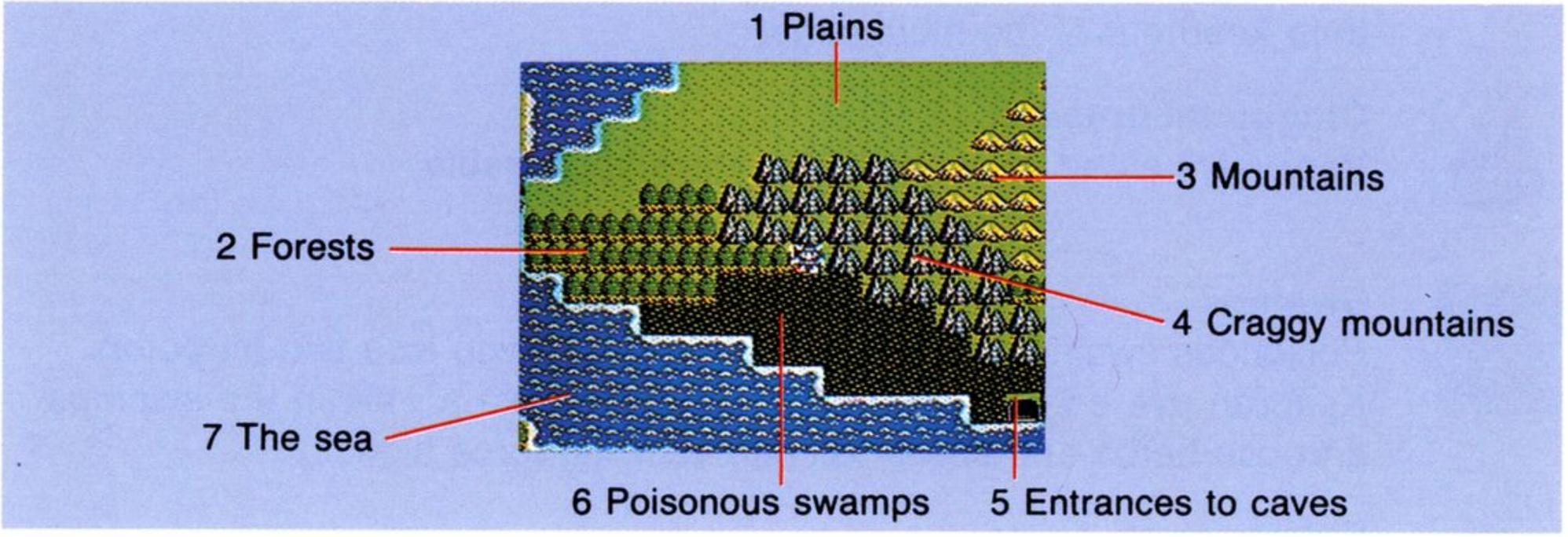
The higher this number, the more damage you can inflict on monsters. You can increase your attacking power by becoming stronger and acquiring more powerful weapons.

Defend power

A higher defense rating means that an enemy's attack will inflict less damage.

GETTING TO KNOW THE TERRAIN

Let's take a walk around the wide expanse of Alefgard



Plains

You can walk about normally as fewer monsters live here.

Forests

You can also walk through forests. But more monsters are lurking here.

Mountains

Mountains will slow you down a bit. More importantly you'll come across many enemies. If you don't want to bump into a lot of monsters then keep out of the mountains.

Craggy mountains

Very, very steep mountains. They are impassable.

Swamps

Poisonous swamps. For each step you take you lose two hit points. Keep an eye on your HP rating when you take a walk in the swamps and use herbs and spells to keep your life force high.

Entrances to caves

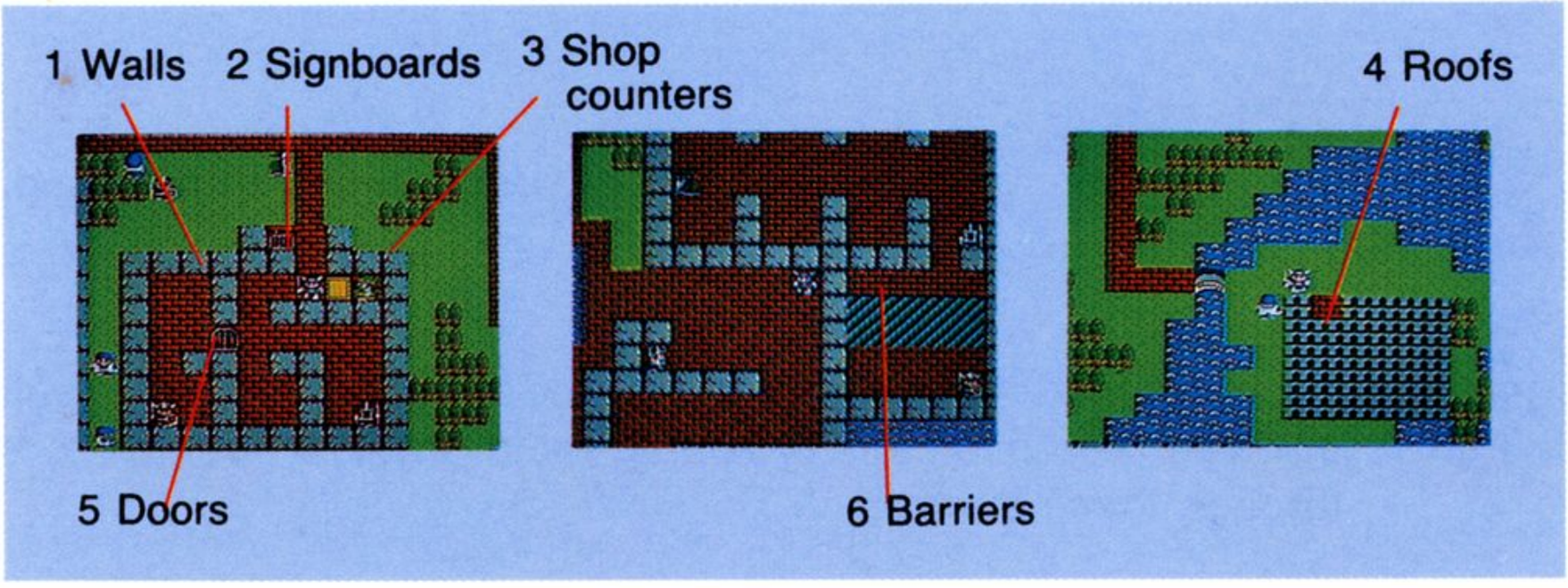
When your character arrives at one of these, you'll automatically be transported inside. Once inside, make sure you're carrying a fiery torch. If you go inside a cave by accident, don't move. Use the stairs command to leave or risk being lost in the darkness.

Bridges

Beware of bridges! When you cross a bridge you'll arrive at an area where stronger monsters live.

Castles and Towns

You can enter a castle or town that you've come across. Here are some of the things you will find in castles and towns.



Shop counters

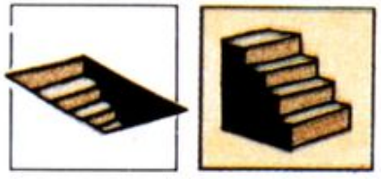
Go straight to the counter if you want to talk to the shopkeeper.

Doors

You can open doors with the "door" command if you have a key.

Roofs

All houses with roofs have an entrance. Sometimes, you must search for the entrance.



Stairs

Steps for going up or down. Use the stairs command.

Barriers

15 points worth of damage is inflicted on you if you take a step on one of these. You need lots of courage and physical strength to pass through these barriers.

Shops

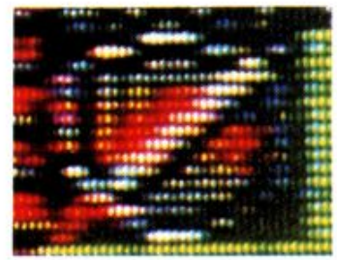
This is where you can buy and sell weapons, armor and items

First off, go to the counter and try talking to the shopkeeper on the other side. He will ask you what you want to buy(or sell).
When you're selling, the shop keeper will accept things at half the price you bought them for. Alefgard businessmen are very stubborn.You won't be able to haggle over the price.

Sit down at the counter and talk business!

Weapon stores

They sell lots of weapons and armor. Look for the signboard on the right (Some of the stores don't put out signs!). Goods differ from shop to shop.



General store

Fiery torches, herbs, and other goods are available for purchase. You can also sell items that you've picked up on your adventure.

Inn

When you stay overnight here, you can restore the maximum HP and MP that you lost during your adventures. Look for the Inn sign. Each Inn charges a different price.

Key cutter

He sells magical keys that can open any door. However, it's up to you to find out which town the key cutter is in.

Magic water merchant

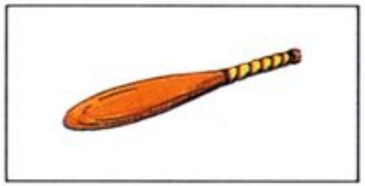
There's a rumor in the kingdom that there are shops that'll sell you magical water that protects you from monsters. But we don't have much information on this. If you're interested, search for it!

YOUR WEAPONS AND ARMOR

Weapons

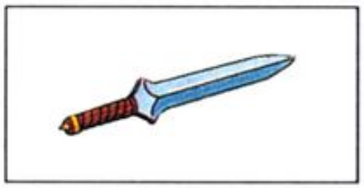
Bamboo stick

Just a simple length of cut bamboo. It's cheap but not very powerful.



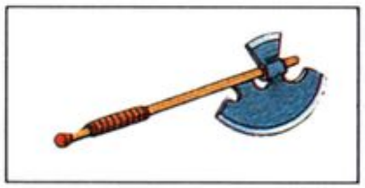
Club

A shaved oak bough with an easy-to-hold grip. More powerful than the bamboo stick.



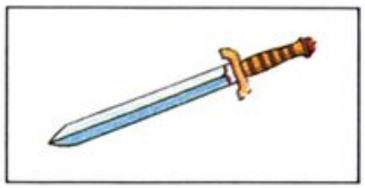
Copper sword

A long sword made from copper that will inflict a fair bit of damage on the enemy.



Hand axe

An iron axe made especially for fighting. Powerful but difficult to wield.



Broad sword

A light, strong sword made of steel that's really powerful.

Armor

Clothes

Made of thick cloth, they don't really protect you too much from the enemy. Even so, it's better than nothing and it does lessen the damage inflicted by the enemy a little bit.

Leather armor

Sewn together from fragments of soft leather, it is useful in combat. It's light and easy to move about in, and it gives you more protection than the clothes.

Chain mail

Made from light metallic thread sewn together. Light and easy to move about in, it will considerably lessen the damage that the enemy can inflict on you.

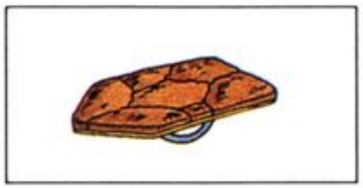
Half plate

A strong piece of armor made from beaten out iron panels. Although you can't move about so fast. It really protects you from the enemy's blows.

Full plate

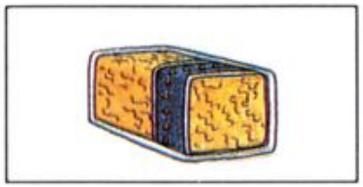
Made from specially fabricated steel, this is really durable armor. It'll protect you from almost all enemy attacks.

Shields



Small shield

A rectangular shield made from cow and goat hide. Light and easy to handle, it is the most widely used shield in Alefgard.

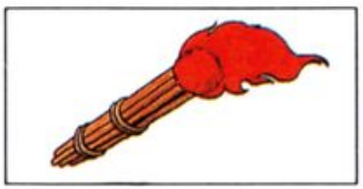


Large shield

Cast from iron, this shield has a delicate engraved design on its front. Of course, this durable shield has far more protective power than that of the small shield.

*Search for even more types of weapons and armor.

HOW TO USE YOUR ITEMS

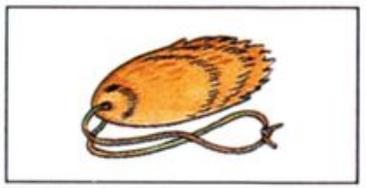


Fiery torch

This lights up the dark and gloomy underground labyrinths. It's made from slender fresh wood and is soaked in pine resin and oil. You can buy it at almost all general stores.

Herbs

A medicine made of pulverized and mixed mandoragora root and mugwort. Just one herb package will restore 20-35 of your HP points.

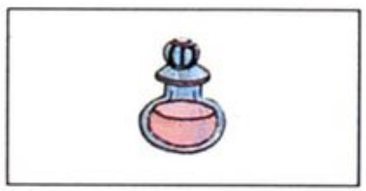


Dragon's scale

Legend has it that this fell from a dragon's body a long, long time ago. A light green fossil that fits in the palm of your hand, it has mysterious powers and slightly increases your defensive power.

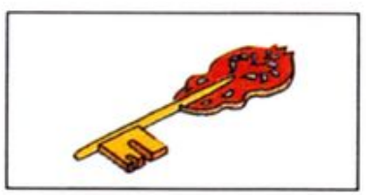
Wings

Another legend has it that, when lightning strikes and kills a Wyvern, its wings fall down to earth with their magical flying powers still intact. Using these wings will bring you back to Tantegel Castle.



Fairy Water

Magical water taken from a spring by a silver ladle on the night of a full moon and purified at the altar of the goddess Aura. It is said that you can travel for some time while warding off those in your way if you sprinkle some of the water on your body. However, the power of this water is not effective in caves or against evil monsters with great power.



Key

Special keys that open closed doors. Although you can use them on any door, you lose one for each door you have opened.

*Naturally enough, there are more items. What power will new found items hold in store for you? Only you can find that out.

Though the fiery torches, herbal packages, wings, magical water and keys are reduced by one each time you use them, you won't lose other items even if you experiment with them.

MAGIC SPELLS

You've just set out on your travels and you know no spells whatsoever. But as you fight on, you'll gain experience and as you grow in level as a warrior you'll be able to learn new spells as your level increases.

Heal

If you use this spell when you've been wounded in battle, you can be cured without having to stay overnight at an Inn.
You can use this spell whether you're walking about or in battle. For each time you chant the spell, you can gain 10-15 extra HP points and lose 4 MP points.

Hurt

A spell you will use for fighting. When you chant it, little balls of fire spurt out of your fingertips.
One chant of this spell inflicts 2-15 points of damage on the enemy, and you lose 2 points of MP.

Sleep

Chant this spell if you come across some really disagreeable monsters. It will make monsters fall into a deep, deep, sleep.
You lose 2 points of MP for every spell. It doesn't work every time.

Radiant

This spell will light up caves when you find yourself groping around in the dark. Brighter than a fiery torch, you'll be able to see far ahead.

Stop spell
Of the various monsters you'll come across in your travels some will attack you with spells. When that happens, chant this spell. If the spell is successful you can block the monster's spell.

Outside
If by chance you lose your way deep down in some dark, gloomy labyrinth or if you find that you haven't enough strength to get back up to the world above, then this is the spell for you. It'll warp you back to the world above in no time at all.

Return
When you've travelled too far away from home or you find that you just can't return to Tantegel Castle, use this spell to soar high in the sky and return.

Repel
This spell will cloak you in a magical aura that protects you from monster attacks. However, it won't work in foul smelling caves. And just like Fairy Water, you can't use it against monsters stronger than you.

Healmore
Some of the Dragonlord's henchmen are so strong that they inflict more than 30 points worth of damage in a single attack, in which case "Heal" or healing herbs won't work in time. This is a more powerful version of "Heal" and will restore 75-100 HP points each time you use it.

Hurtmore
This is a more powerful version of "Hurt". Legend has it that those who chant the spell can summon up lightning and attack the enemy with it. When you've chanted the magic spell, knife-like lightning is fired from your fingertips and destroys almost all enemies.

VISIT THE KING AND HAVE YOUR DEEDS RECORDED ON THE IMPERIAL SCROLLS OF HONOR (to save your game)

Your adventure is much longer than you think, so long that you'll never achieve your goal in a single day.
To save your game, you must return to Tantegel Castle and visit King Lorik on the second floor.
Another thing, even when you're not ending the game we advise you to go and visit the King, for example, at each promotion in level.

Visit the King to save your game.

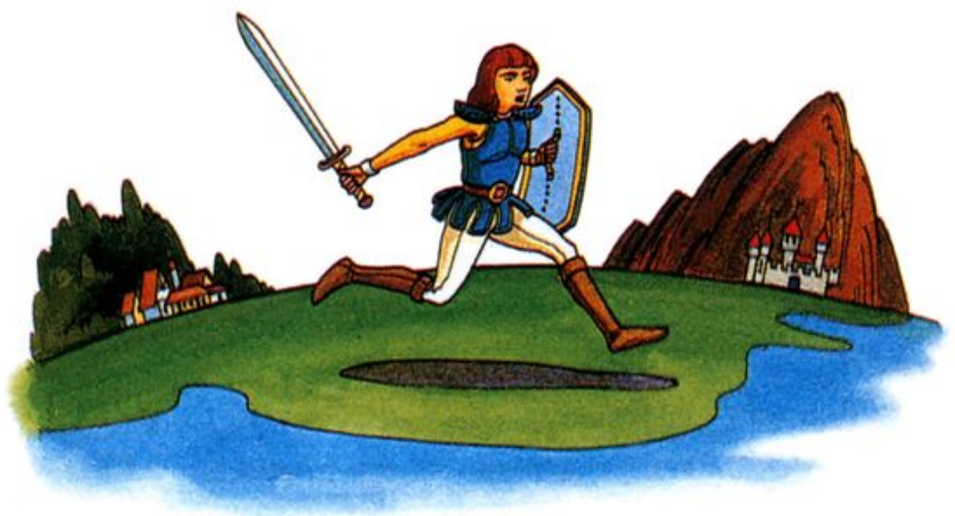
CAUTION; TO AVOID DAMAGING SAVED INFO, HOLD THE RESET BUTTON AS YOU TURN THE POWER OFF.

HOW TO START OFF ON THE RIGHT FOOT (What you must do at the beginning of the game)

- When starting a new games, enter your name. When you've done this, the King will appear. Press any button and the King will talk to you.
- Once you've heard what he tells you, do as you're told. Collect the three treasure chests and talk to the soldiers. They're sure to give you lots of useful advice for your travels.
  (Enter commands by using the A button and the ✣ control pad. See page 11 ENTERING COMMANDS DURING WALKABOUT MODE for details.)
- Now, open the door and set out on your adventure. The bottom of the stairway is the ground floor of the castle. You can see lots of people moving about. Talk with them for useful information.
- You should be able to see the town of Brecconary, if you leave the castle. Go into town and find the weapons store to the North(straight up). Now, it's time to buy weapons and armor.
- What a selection of weapons and armor! But you've only got 120 pieces of gold. Are you going to buy the club and clothes, or the bamboo stick and leather armor? That's for you to decide. Use your money wisely!
- Take a few steps out of town and monsters will come to attack you. At level 1, you're still a weak fighter. Nevertheless, you should be able to defeat slimes. Attack them until they're defeated.

- You suffer damage when the Slimes hit you and your HP value goes down. When the HP value is displayed in red, that's a danger signal! When this happens go back to town and stay overnight at an Inn to recover your life force.
- The further away you roam from the Tantegel Castle, the stronger the monsters become.

  Our advice is not to stray too far from the castle. Fight Slimes and work on increasing your experience points.
- While you're fighting Slimes, you're bound to be promoted at some time to level 2. When that happens, go and see the King. He'll tell you how many more points you need to advance to level 3.
- When you've been promoted to level 3, you'll learn a spell, gain more strength and speed and you'll be able to fight Drakkees without much trouble.
- And at level 4 you'll be able to use the spell "Hurt". With this spell, you'll be able to defeat the magicians.
- If you continue the game like this, you'll gradually grow in strength and be able to travel to fields farther away.
- Long, long ago the hero Erdrick defeated the evil Dragonlord. It's up to you to do the same and create new legends for the little kingdom of Alefgard.



HINTS ON DEFEATING THE DRAGONLORD

- **Look carefully at the windows!**

  A window will appear at the top left of the screen when you come to a stop. Always check this window when you're traveling. It will provide you with important information.

  If you've fought a lot and your HP points are really low, use the spell "Heal" or the herb packages to recover your life force. If you're low on both HP and MP, then go back to town and stay at an Inn. If you don't, you'll die and as a punishment you'll lose half of your gold.

- **Judge monsters' strength!**

  The monsters roaming about in the realm of Alefgard each have differing HP values and ways of attacking you. Slimes are defeated after only 3 or 4 points of damage. However Wolfs and Skeletons won't be defeated unless you inflict several times that much damage on them.

  While you're fighting, remember how much HP certain types of monsters have, how they attack you and how you can attack them back.

•Skillfully use your items!

The various items that you can buy in the general store will really come in handy.

For example, you won't need herbs if you remember the "Heal" spell, but they'll be very welcome if you've almost run out of magic points(MP) when fighting with a surprisingly strong enemy.

If you've got enough money to spare and you want to travel a long way, buy the wings. Many times you'll wish you'd brought some along.

•Gather lots of information!

To defeat the Dragonlord, you must of course be strong and seek out where the Dragonlord lurks.

To do that you must visit lots and lots of districts in Alefgard and gather information from the townspeople. Some of the things that they will tell you may not make much sense at the time, but as you go forward in the game you'll understand the meaning of their words.

You would be well advised to make note of what they tell you!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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